Building Department Culpeper County 302 N. Main Street Culpeper, VA 22701 Culpepercounty.gov (540) 727-3405 • FAX (540) 727-3461



PLAN SUBMISSION & APPLICATION COMMERCIAL

Plans

- Do not submit any plans without the appropriate permit application, zoning permit, permit application with administrative fees. See Fee Schedule for appropriate fees.
- □ Administrative Fee is based on square footage of project and required at time of submission. 0-15,000 sq.ft. = \$75.00 +15,000 sq. ft. = \$250.00
 - 24"X 36" Paper (11" x17" minimum **if to scale**)
- □ 3 sets of plans/drawings with a Site Plan that has been presented to the Town or County; preferably an approved set.
- □ Plans must provide a Use Group, Construction Classification, Code Used & Designer Info.
- □ Registered Designer Professional's <u>original</u> seal (if applicable) signed and dated.
- □ Scale, 1/4", large projects 1/8" scale is acceptable, paper size must be consistent.
- □ Building envelope compliance with 2003, 2006 International Energy Compliance Code (I.E.C.C.) which is a Com-Check. §802 and §502, respectively.
- Application must be Legible and completed in its entirety.
- ☐ Trade plans must be separated from building plans. Sets of 3 i.e., 3 sets Build; 3 sets Elec; 3 sets Plumb; 3 sets Mech, etc.
- □ If submitting trade plans you must complete the appropriate Trade Application with the plans at time the plans are submitted along with the appropriate Administrative Fee (see item 2 above).

Permit Application

- □ Town/County Zoning Permits <u>must</u> accompany building application.
- ☐ Indicate the specific Code used in design of plans.
- □ Pre-work required for change of use.
- □ Demolition permit: asbestos abatement required for structures built prior to **January 1, 1985.** (Residential House to be Commercial Use) For example, Use Group R1-R2
- □ Special inspection requirements are available by contacting Senior Building Inspector at the following email INSPECT@culpepercounty.gov or call (540) 727-3405.
- □ Retaining walls supporting 24" or more of unbalanced fill.